### word distance exchange 2

```
vector<int> minDistance(string &word1, string &word2) {
  vector<int> ans:
  int size1 = word1.size();
  int size2 = word2.size();
  if (size1 != size2)
     return ans;
  unordered_map<char, int> map1;
  unordered_map<char, unordered_map<char, int>> map2;
  int i;
  for (i = 0; i < size1; i++) {
     if (\text{word1[i]} == \text{word2[i]})
        continue;
     if (map2.count(word1[i])) {
        if (map2[word1[i]].count(word2[i])) {
          return vector<int>({map2[word1[i]][word2[i]], i});
          ans = {map2[word1[i]].begin()->second, i};
     } else {
        if (map1.count(word2[i])) {
          ans = \{map1[word2[i]], i\};
       }
     }
     map1[word1[i]] = i;
     map2[word2[i]][word1[i]] = i;
  }
  return ans;
```

#### bike

}

```
def assignBikes(self, workers, bikes):
def dis(i, j):
 return abs(workers[i][0] - bikes[j][0]) + abs(workers[i][1] -
bikes[j][1])
h = [[0, 0, 0]]
```

```
seen = set()
while True:
   cost, i, taken = heapq.heappop(h)
    if (i, taken) in seen: continue
   seen.add((i, taken))
   if i == len(workers):
  return cost
   for j in xrange(len(bikes)):
   if taken & (1 << j) == 0:
heapq.heappush(h, [cost + dis(i, j), i + 1, taken | (1 \ll
j)])
Find in Mountain Array
class Solution {
  int findInMountainArray(int target, MountainArray A) {
    int n = A.length(), l, r, m, peak = 0;
    // find index of peak
    I = 0;
    r = n - 1;
    while (l < r) {
      m = (I + r) / 2;
      if (A.get(m) < A.get(m + 1))
        I = peak = m + 1;
      else
        r = m;
    // find target in the left of peak
    I = 0;
    r = peak;
    while (I \leq r) {
      m = (I + r) / 2;
      if (A.get(m) < target)
        I = m + 1;
      else if (A.get(m) > target)
        r = m - 1;
      else
        return m;
    // find target in the right of peak
    I = peak;
    r = n - 1;
    while (I \leq r) {
      m = (I + r) / 2;
      if (A.get(m) > target)
        I = m + 1;
      else if (A.get(m) < target)
```

```
else
     return m;
  }
  return -1;
 }
KMP
class Solution {
public:
int strStr(string haystack, string needle) {
int m = haystack.size(), n = needle.size();
if (!n) {
return 0;
}
vector<int> lps = kmpProcess(needle);
for (int i = 0, j = 0; i < m;) {
if (haystack[i] == needle[j]) {
i++, j++;
}
if (j == n) {
return i - j;
}
if (i < m && haystack[i] != needle[j]) {</pre>
j ? j = lps[j - 1] : i++;
}
}
return -1;
}
private:
vector<int> kmpProcess(string needle) {
int n = needle.size();
vector<int> lps(n, 0);
for (int i = 1, len = 0; i < n;) {
if (needle[i] == needle[len]) {
lps[i++] = ++len;
} else if (len) {
len = lps[len - 1];
} else {
lps[i++] = 0;
}
}
return lps;
}
};
```

r = m - 1;

#### **Rectangel Sum MIN**

1292. Maximum Side Length of a Square with Sum Less than or Equal to Threshold

```
public int maxSumSubmatrix(int[][] matrix, int k) {
if (matrix == null || matrix.length == 0 || matrix[0].length == 0)
return 0;
int rows = matrix.length, cols = matrix[0].length;
int[][] areas = new int[rows][cols];
for (int r = 0; r < rows; r++) {
for (int c = 0; c < cols; c++) {
int area = matrix[r][c];
if (r-1 >= 0)
area += areas[r-1][c];
if (c-1 >= 0)
area += areas[r][c-1];
if (r-1 >= 0 \&\& c-1 >= 0)
area -= areas[r-1][c-1];
areas[r][c] = area;
}
}
int max = Integer.MIN VALUE;
for (int r1 = 0; r1 < rows; r1++) {
for (int r2 = r1; r2 < rows; r2++) {
TreeSet<Integer> tree = new TreeSet<>();
tree.add(0);  // padding
for (int c = 0; c < cols; c++) {
  int area = areas[r2][c];
  if (r1-1 >= 0)
  area -= areas[r1-1][c];
  Integer ceiling = tree.ceiling(area - k);
   if (ceiling != null)
  max = Math.max(max, area - ceiling);
tree.add(area);
}
}
return max;
```

587. Erect the Fence

# straing num 5

```
class Solution(object):
    def isNStraightHand(self, hand, W):
        if len(hand) % W != 0: return False
        count = collections.Counter(hand)
        while count:
        m = min(count.keys())
        num = count[m]
```

```
for k in range(m, m+W):
    v = count[k]
    if v < num: return False
    if v == num:
        del count[k]
    else:
        count[k] = v - num</pre>
```

## Campus bike

```
class Solution {
   public int[] assignBikes(int[][] workers, int[][] bikes) {
     int n = workers.length;
     Queue<int[]>q = new PriorityQueue<math><int[]>((a, b)->(a[0] == b[0]? (a[1] == b[1]? a[2] -
b[2]: a[1] - b[1]): a[0] - b[0]));
     int i = 0;
     for (int[] worker : workers) {
        int j = 0;
        for (int[] bike : bikes) {
          q.add(new int[]{Math.abs(bike[0] - worker[0]) + Math.abs(bike[1] - worker[1]), i,
j++});
        j++;
     int[] res = new int[n];
     Arrays.fill(res, -1);
     Set<Integer> visited = new HashSet<>();
     while (visited.size() < n) {
        int[] temp = q.poll();
        if (res[temp[1]] == -1 && !visited.contains(temp[2])) {
           res[temp[1]] = temp[2];
           visited.add(temp[2]);
        }
     return res;
}
```

### Campus Bike2

```
def assignBikes(self, workers, bikes):
    def dis(i, j):
        return abs(workers[i][0] - bikes[j][0]) + abs(workers[i][1] - bikes[j][1])
```

```
h = [[0, 0, 0]]
seen = set()
while True:
    cost, i, taken = heapq.heappop(h)
   if (i, taken) in seen: continue
    seen.add((i, taken))
   if i == len(workers):
     return cost
    for j in xrange(len(bikes)):
   if taken & (1 << j) == 0:
heapq.heappush(h, [cost + dis(i, j), i + 1, taken | (1 \ll
j)])
947. Most Stones Removed with Same Row or Column
class Solution {
  Map<Integer, Integer> f = new HashMap<>();
  int islands = 0;
  public int removeStones(int[][] stones) {
    for (int i = 0; i < stones.length; ++i)
      union(stones[i][0], ~stones[i][1]);
    return stones.length - islands;
  }
  public int find(int x) {
    if (f.putlfAbsent(x, x) == null)
      islands++;
    if (x != f.get(x))
      f.put(x, find(f.get(x)));
    return f.get(x);
  }
  public void union(int x, int y) {
    x = find(x);
    y = find(y);
    if (x != y) {
      f.put(x, y);
      islands--;
    }
  }
}
```

91. Decode Ways

1096. Brace Expansion II

803. Bricks Falling When Hit

727. Minimum Window Subsequence

# count-complete-tree-nodes

1145. Binary Tree Coloring Game

685. Redundant Connection II